



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:	)	Attorney Docket No. 911568660001
Jerry Pettersson	)	
	)	
Application No.: 10/618,010	)	
	)	
Filed: July 11, 2003	)	
	)	
For: A HANDHELD DEVICE AND A	)	
METHOD	)	
	)	
Examiner: Holton, Steven E.	)	
	)	
Art Unit: 2673	)	
	)	
Confirmation No.: 4389	)	

AMENDMENTS TO THE SPECIFICATION

Please amend paragraph [0007] to read as follows

[0007] The Park ~~park~~ et al mouse cannot be used for game playing on the display screen of for instance a PDA or cellular phone, which constitutes a major drawback as game playing has become immensely popular with this devices. A problem with playing games relates to getting aching and sensitively fingers when rolling a trackball with a finger, which also counts for pressing cursor keys.

Please amend paragraph [0013] to read as follows:

[0013] In one embodiment of the present invention the cursor is cancelled on the display thus providing movement in game ~~Areadian display~~ environments, such as in arcade-style ~~Areadian~~ games.

Please amend paragraph [0038] to read as follows:

[0038] Measuring of height with the camera could in one embodiment be accomplished by scaling and norm images to receive coordinates that are in scale with the x and y coordinates. The coordinate system utilized for the present invention is not necessarily ~~necessary~~ Cartesian, other known systems such as polar coordinate systems could be utilized.

Please amend paragraph [0044] to read as follows:

[0044] A specific preferred embodiment regarding gaming with the mobile station 10, in for example arcade game ~~Areadian~~ scenarios, is set forth by the present invention where ~~thus~~ the cursor 24 is cancelled on the display during movement between game ~~Areadian~~ display environments. The usually highlighted display screen cursor 24 is ~~then~~ cancelled, i.e. no longer highlighted. This embodiment provides that the cursor is absent but the function remains as such. As the cursor 24 is about to cross the visible boundary between continuous arcade game ~~Areadian~~ scenarios, the scenario is smoothly forced to bias in to another game ~~Areadian~~ scenario.